

TERRAIN

TICKETS BOOTH



Device, Activatable Objective [1],
Queue, Limited Supply

Activatable Objective: See Walsung SSG 2nd Edition Rulebook, page 48.

Queue: Models need to form a Queue in order to Activate this Objective. In order to form a Queue precisely one Model needs to be in BtB with the front of the Tickets Booth. A Model is in a Queue if it is in BtB with no more than 2 Models, one of which is closer to the Tickets Booth.

If there is more than 1 Model in BtB with This Tickets Booth's front, no Queue is formed. Models are still Friendly and Enemy as per normal rules and may attack enemy models in melee while standing in the Queue.

Multiple Combat and Splitting Melee rules apply as normal.

Limited Supply: Each time a Ticket is Bought (see Buying Tickets) from this Objective its difficulty rises by 1.



Models in the Queue gain the following Ability: Buy Tickets:

Quick Action, once per Activation, may be made in melee. Make a static Test against This Objective's current Objective Difficulty. All Models (friendly and enemy) in the same

Queue add +1D6 to this Test. Hero Models add Funds to their own Test. Heroic Deed in the Active Model's suit. If successful, This Model's controller gains one



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Winning: The Player who scored the most Victory Points (VP) at the end of the game is the Winner. The VPs are scored for:

- 1VP: per each Ticket owned by the Player.
- 5VP: Destroying a Ticket Booth.

Organised Play: The player who won this scenario this Quarter gets to use the *I was in front of you* Stratagem this Quarter.

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SCENARIO

THEATRICAL PREMIERE



Before deployment: Place a single Tickets Booth Activatable Objective [1], Queue, Limited Supply, in the middle of the table.



Start of the game: Bid for the First Player as normal.*

Deployment zones: Decided by the First Player.* No models may deploy closer than 6" from the Ticket Booth despite any special rules they may have.

Game length: The game lasts 3 turns.

*See Walsung SSG 2nd Edition Rulebook, page 43.

SCENARIO

BETTING ON RACING WYVERNS



Before deployment: Place 2 Tickets Booth Activatable Objectives [1], Queue, Limited Supply, completely within 3" from the middle of the table and within this limit as far apart as possible.



Start of the game: Bid for the First Player as normal.*

Deployment zones: Decided by the First Player.*

Game length: The game lasts 3 turns.

*See Walsung SSG 2nd Edition Rulebook, page 43.

SCENARIO

HARRIET KINSLEY'S EXPEDITION



Before deployment: Place 2 Tickets Booth Activatable Objectives [1], Queue, Limited Supply, completely within 6" from the middle of the table and within this limit as far apart as possible. Then put Harriet Kinsley in the middle of the table.

Start of the game: Bid for the First Player as normal.*

Deployment zones: Decided by the First Player.*

Game length: The game lasts 3 turns.

*See Walsung SSG 2nd Edition Rulebook, page 43.

Winning: The Player who scored the most Victory Points (VP) at the end of the game is the Winner. The following VPs are scored **at the end of every game turn**, provided Harriet Kinsley is alive:

- 2VP: per each originally friendly Hero who joined Harriet.
- 1VP: per each originally friendly Henchman who joined Harriet.

The following VPs are scored **at the end of the game**:

- 1VP: per each originally friendly Model within 6" and LoS of Harriet Kinsley at the end of the game (also for the models who have not joined Harriet).
- 1VP: per each enemy Model killed with Harriet Kinsley.

• 2VP: Destroying a Ticket Booth.

• 5VP: Killing Harriet Kinsley.

Organised Play: The player who won this scenario this Quarter gets to use the *Autograph* Stratagem this Quarter.

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WOLSUNG
Steampunk Skirmish Game



WOLSUNG TERRAIN

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